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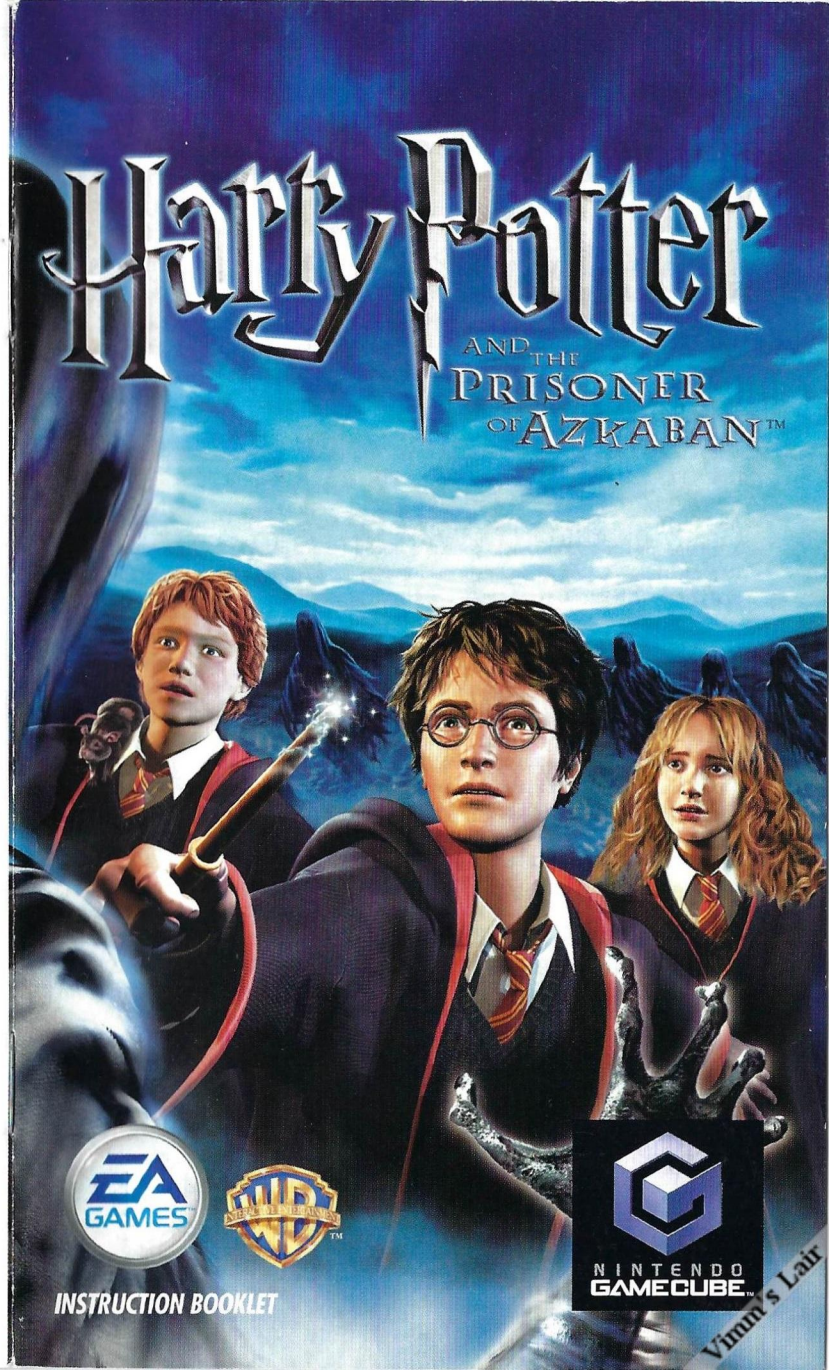
Harry Potter

AND THE PRISONER OF AZKABAN™



EA GAMES

INSTRUCTION BOOKLET

NINTENDO GAMECUBE™

Vinny's Lair

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

⚠WARNING - Electric Shock

To avoid electric shock when you use this system:

- Do not use the Nintendo GameCube during a lightning storm. There may be a risk of electric shock from lightning.
- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠CAUTION - Laser Device

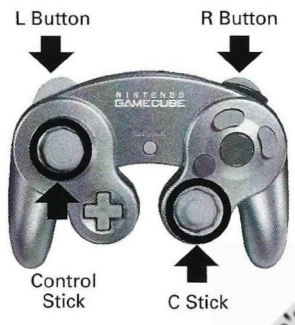
The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



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1 Player

THIS GAME SUPPORTS GAME PLAY WITH ONE PLAYER AND CONTROLLER.

Memory Card

THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.

Game Boy Advance Compatible

THIS GAME IS COMPATIBLE WITH THE GAME BOY ADVANCE PORTABLE VIDEO GAME SYSTEM.

EVERYONE

E

Fantasy Violence

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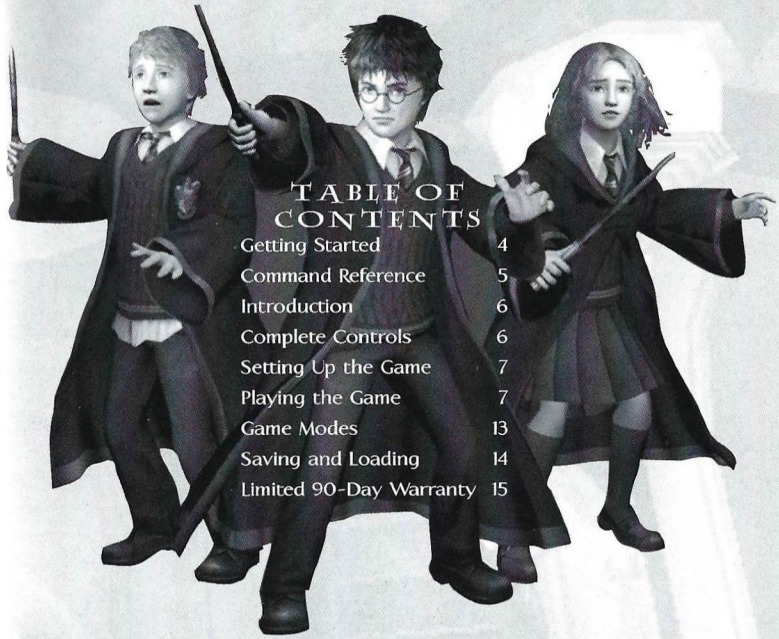

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Vinm's Lair

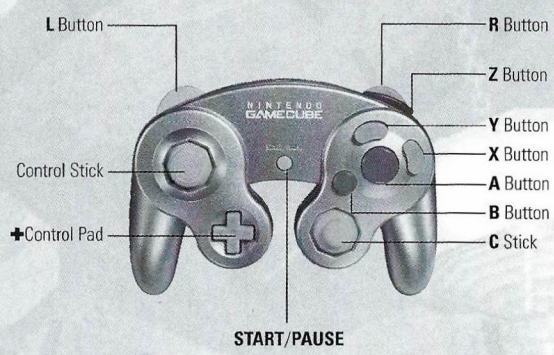
GETTING STARTED

NINTENDO GAMECUBE™

1. Turn OFF the Nintendo GameCube™ by pressing the POWER Button.
2. Make sure a Nintendo GameCube™ Controller is plugged into the Nintendo GameCube™ Controller Socket 1.
3. Press the OPEN Button to open the Disc Cover then insert the *Harry Potter and the Prisoner of Azkaban* Game Disc into the Optical Disc Drive. Close the Disc Cover.
4. Press the POWER Button to turn on the Nintendo GameCube™ and proceed to the *Harry Potter and the Prisoner of Azkaban* title screen. If you can't proceed to the title screen, begin again at step 1.
5. At the *Harry Potter and the Prisoner of Azkaban* title screen, press **START/PAUSE** to advance to the Main menu.

COMMAND REFERENCE

NINTENDO GAMECUBE™ CONTROLLER CONFIGURATIONS



MENU CONTROLS

Highlight menu items	✚Control Pad or Control Stick ⇳
Change highlighted item	✚Control Pad or Control Stick ⇔
Select/go to next screen	A Button
Cancel/return to previous screen	B Button

Note: For more on the EA GAMES™ range of Harry Potter video games, visit www.harrypotter.ea.com

Vinm's Lair

INTRODUCTION

After a dreadful summer with the Dursleys, Harry Potter can't wait to start his third year at Hogwarts School of Witchcraft and Wizardry. Events take a strange turn, however, when Harry discovers that Sirius Black, the man believed to have betrayed Harry's parents and thus responsible for their murders, has escaped from the wizard prison Azkaban.

Black appears to be seeking revenge on Harry for thwarting "You-Know-Who", while the Dementors, Azkaban prison guards sent to Hogwarts to protect the school and recapture Black, affect Harry in a disturbing way. With the help of Ron and Hermione, Harry is intent on unraveling the mystery surrounding Sirius Black and his escape from Azkaban.

For more info about this and other titles, check out EA GAMES™ on the web at www.eagames.com.

COMPLETE CONTROLS

MENU CONTROLS

Highlight menu option	✚Control Pad ⇳
Select highlighted option/complete action/toggle option setting	A Button
Adjust selected option	✚Control Pad ⇔
Go back/cancel	B Button

GAME CONTROLS

Move character	Control Stick
Cast spells (when assigned)	X Button/Y Button
Action Button (context sensitive)	A Button (the function of this button changes as you get close to objects and people)
Character swap	B Button
Center view behind character/ targeting button (change targets)	R Button (press repeatedly to cycle through targets)
Take a closer look/sneak-a-peak in 'sneak' mode	Control Stick ⇔ in sneak mode
Camera 'look around'	C Stick
Pause game/in-game options	START/PAUSE
Open Inventory, map, task and quest screens	Z Button
Call companion	L Button

FLYING CONTROLS

Move	Control Stick
Flap wings	B Button

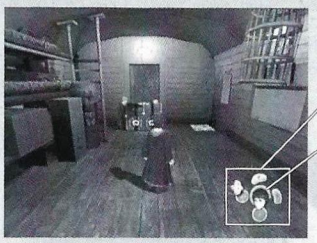
SETTING UP THE GAME

MAIN MENU

NEW GAME	Highlight and press the A Button to begin your adventure.
LOAD GAME	Highlight and press the A Button to continue a previously saved adventure.
BONUS ACTIVITIES	Play unlocked Mini-Games and access special features.
OPTIONS	Adjust a variety of game settings (see *Options* on p. 12), including GBA Link - Link to a Game Boy® Advance (see *Owl Racing* on p. 13).
GBA LINK	Link to a Game Boy® Advance (see *Owl Racing* on p. 13).

PLAYING THE GAME

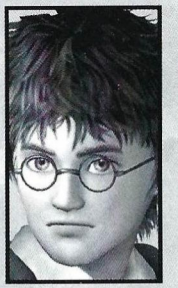
GAME SCREEN



Note: For details on assigning spells and items to buttons, see *Inventory* on p. 11.

COMPANION PLAY

This adventure is Harry's most difficult yet – so he'll need all the help that Ron and Hermione can give him.
Each companion has special abilities, skills and spells that may be used to carry out tasks and solve puzzles. If one companion cannot complete a task or puzzle, try swapping to other companions and see if they're more successful (they may tell you that they can help!).



HARRY POTTER

Harry Potter, "the boy who lived", survived an attack by the dark wizard, Lord Voldemort. Harry's athletic prowess is useful when it comes to climbing and jumping gaps.

RON WEASLEY

The sixth of Arthur and Molly Weasley's children to attend Hogwarts and a loyal friend to Harry, Ron's curiosity makes him a natural explorer and he can find passages that others might miss.
In addition, Ron's fondness for items from Zonko's, the magical joke shop, means that he's an expert with Stink Pellets and more!

HERMIONE GRANGER

Hermione's bravery and intelligence can prove invaluable. She is a gifted spell-caster and meticulous with her studies – both of which can help in a variety of ways. Hermione is also nimble and agile when it comes to treading where others may be less able.

RUNNING, WALKING AND SNEAKING ABOUT

- Push the Control Stick fully in the direction of travel for swifter progress.
- Half-push the Control Stick to move at a slower, walking pace.
- Push up against certain walls to 'Wall Sneak' (creep along walls and ledges quietly).
- To step away from a wall, press the A Button.

INTERACTING WITH THE WORLD

- Move in close to people and objects to see if you can interact with them. If you can, the on-screen Action Button (A Button) tells you what to do.
- Approach and explore unfamiliar objects – this can be extremely useful in your adventure.
- You can push and pull heavy objects to clear the way, or use them to help you climb.

Note: Remember, some items may be too heavy for one companion to move. You might need to call one of the other companions to help using the Call Companion Button (L Button).

JUMPING, CLIMBING AND HANGING

When every door you've tried is locked and cupboards contain no vital clues, sometimes the only way out of a situation is to climb...

- Harry can climb up and down chains. Press the Action Button (A Button) to make him take hold of one.
- Slowly walk towards a ledge in order to hang from it.
- To drop from a ledge (when hanging from it), press the A Button.
- To climb up onto a ledge when hanging from it, push the Control Stick ⇧.
- To leap across a chasm, run Harry towards it (his athletic ability allows him to leap across chasms that the others cannot clear).

Note: There are a number of different ways to explore. Watch the on-screen Action Button (A Button) as you step up to walls, doors and other objects.

SPELLS AND CHARMS

Note: Some spells are already known by all the companions, while others must be learned at Hogwarts.

Flipendo — Knocks objects and creatures backwards.

Expelliarmus — Duelling spell used to disarm an opponent.

Carpe Retractum — Harry can use this spell to pull objects, and to pull himself toward objects.

Draconifors — Hermione can use this spell to transfigure Draconifors dragon statues.

Expecto Patronum — Harry can use this protective charm to fend off Dementors. This highly advanced magic is well beyond Ordinary Wizarding Level.

Glacius — Hermione can use this spell to freeze water, create ice blocks and defend against certain creatures.

Lumos Duo — Ron can use this wand-lighting charm.

Reparo — Hermione can use this mending charm to repair damaged objects.

CASTING SPELLS

Note: Before you can cast a spell, you need to assign it to a controller button. See *Inventory* on p. 11 for information on how to assign spells.

To Aim a Spell

1. Face the desired target then press and hold the R Button. If you can aim at the target, a sparkling indicator appears around it.
2. As soon as you've aimed, press the chosen Spell Button and the spell is cast.

- Press the A Button to try to dodge projectiles or spells while targeting.

Note: Keep the R Button **held down** until you cast the spell or you may miss the target!

TARGETING MULTIPLE OBJECTS

If you encounter multiple opponents, you can target each of them in turn. Press the R Button repeatedly to cycle through potential targets.

SUCCEEDING IN THE SPELL CHALLENGES

In each Spell Challenge there are a number of Challenge Shields to find. Finding all of these Shields helps you achieve the highest possible marks.

INVENTORY

Move among the sections of the Inventory	L Button/R Button
Highlight item	✚Control Pad/Control Stick
Select highlighted option/ complete action/close book	A Button
Assign the highlighted spell or item	Y Button and X Button
Open/close Inventory	Z Button

The spells Harry, Ron and Hermione have learned and the items they have found are stored in the Inventory. Go there to assign items and spells to the Y Button and X Button.

Note: Press the B Button to cycle through the Inventory by character.

To Equip a Spell or Item:

1. Highlight the spell or item you want to equip, then press the Y Button or X Button.
2. When you return to the game, the item or spell is assigned to the selected button. Its symbol appears on the on-screen controller.
3. Press the relevant button to cast the spell or use the item.

Note: For more information about the spells, see *Spells and Charms* on p. 10.

TASKS

In order to progress through the game, Harry, Ron and Hermione must all complete certain tasks. Check this list regularly, day and night, to keep your adventure on track. Remember that the companions need their rest, so make sure they get a good night's sleep each night. The Sleep Icon flashes up on the screen when it's time to end the day. Go to the Task screen and select the Sleep Button.

QUESTS

The Quests section shows all the items that the companions have found. Here you can check your collector's cards, see what items have been collected and find out the current Gryffindor house points total.

FOLIO UNIVERSITAS

Collector's cards detail famous (and infamous) characters and magical creatures and are hugely popular with young wizards-in-training. You can find collector's cards around Hogwarts, or you can buy them from Fred and George's shop on the sixth floor of Hogwarts. They can then be stored in the Folio Universitas.

FOLIO BRUTI

The Folio Bruti contains valuable information Harry, Ron and Hermione have collected about magical creatures. Information is added when you find loose pages around Hogwarts. Check here for clues on how to defeat different magical creatures.

CHALLENGE SCORES

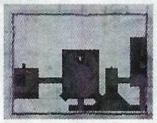
Look here for a record of how the companions have done in their Challenges.

HERMIONE'S STATUE LIST

There are some interesting statues around the school that Hermione may be interested in.

MAPS

Consult the maps section in the Inventory if you lose your bearings. You can only consult a map of the area that the companions are currently in.



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PAUSE MENU

Press **START/PAUSE** to pause the game and open the Pause menu.

RESUME GAME	Return to current game.
SAVE GAME	Save current game (see *Saving and Loading* on p. 14).
OPTIONS	Adjust game options (see *Options* below).
QUIT GAME	Quit current game.

OPTIONS

You can select game options from the Main menu or the Pause menu.

Note: Default options appear in **bold** font in this manual.

FLYING CONTROL	Switch between **NORMAL** and REVERSE. In NORMAL mode move the Control Stick ⇧ to fly down and move the Control Stick ⇩ to fly up. REVERSE is the opposite.
CENTER SCREEN	Allows the screen to be centered using the ✚Control Pad.
RUMBLE	Switch Rumble Feature **ON**/OFF.
SUBTITLES	Switch on-screen text **ON**/OFF.

GAME MODES

BONUS ACTIVITIES

Life at Hogwarts isn't all work – there are exciting activities too. To have some fun, select BONUS ACTIVITIES from the Main menu.
These include the Duelling Club, Owl Racing, and Hippogriff Flight Challenge. Bonus Activities may not be available until you have unlocked them.

GBA LINK

If you own a Nintendo GameCube™ and Game Boy® Advance you can use a Nintendo GameCube™ Game Boy® Advance Cable to connect your Game Boy® Advance system and Nintendo GameCube™ to access additional features.

Note: See the Nintendo GameCube™ Game Boy® Advance Cable instruction booklet for information on how to attach the cable.

OWL CARE KIT

If you own both the Nintendo GameCube™ and Game Boy® Advance versions of *Harry Potter and the Prisoner of Azkaban*, you can download an Owl Care Kit (if you have purchased one in Fred and George's shop on the Nintendo GameCube™) to your Game Boy® Advance to Feed, Clean, Pet, Groom, Exercise and Teach your owl on your Game Boy® Advance.

OWL RACING

Upload your owl from your Game Boy® Advance Owl Care Kit to take part in races against the school owls.

EXTRA GAMES

If you don't own a copy of the Game Boy® Advance version of *Harry Potter and the Prisoner of Azkaban* you can download two Mini-Games to play on your Game Boy® Advance. To do so, connect your Game Boy® Advance to your Nintendo GameCube™ then power on the Game Boy® Advance. Then select a game from the list on your Nintendo GameCube™ and wait for the download to complete.

Note: The controls below are for use on a Game Boy® Advance.

BUCKBEAK'S HIPPOGRIFF GLIDE	
Move	✚Control Pad ⇦/⇨
Fly higher	Press and hold the A Button

WIZARD CRACKER POP-IT	
Move wand	✚Control Pad ⇧/⇩/⇦/⇨
Pop	A Button

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SAVING AND LOADING

SAVING A GAME

1. Press **START/PAUSE** during a game and highlight SAVE GAME, then press the A Button.
2. Highlight the slot you want to save your game to and press the A Button.
   - If there are no empty slots, you must highlight an old saved game and save your new game in its place. If you are sure you want to overwrite the old game, highlight YES and press the A Button.
3. The game is saved. Press the B Button to go back to the previous menu and then press **START/PAUSE** to continue.

   Note: If you exit *Harry Potter and the Prisoner of Azkaban* without saving, you lose all progress made during that session.

LOADING A GAME

Note: You can only load a saved game from the Main menu.

1. Highlight LOAD GAME from the Main menu and press the A Button.
2. Highlight the slot that your saved game is in and press the A Button.
3. The game loads to the last save point before you saved.

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If you are under 18, be sure to get a parent's permission before calling. Hotline requires a touch-tone telephone. Call length determined by user; average length is four minutes. Messages subject to change without notice.

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Harry Potter and the Prisoner of Azkaban
1478305

Vinm's Lair